



Installation Guide

Last Updated: 2016-07-06

This document aims to provide a step-by-step, easy to follow and complete guide to installing each version of Eternal X and Wilting Y. Everything in this guide should be correct at the time of writing, but it is very likely that it will become obsolete in the future. This is because the 3DS hacking scene tends to change often, as Nintendo patches out exploits and new ones are found. As such, I won't be covering the installation of the homebrew launcher or custom firmware, at least one of which is required to play the games without a flash cart. To find an up-to-date guide, just Google search "3DS homebrew [your firmware version]," or "Plailect A9LH." Plailect's guide is the best around at the time of writing, I'd recommend using that. If you don't know which firmware version you have, you can find out by opening system settings and looking at the bottom right corner of the top screen.

It is possible that your current firmware won't be able to have CFW or homebrew installed on it without buying [insert latest exploitable title here] and a save dongle; if this is the case, you may want to wait for a free exploit (don't update your system during this time). Generally the newer your firmware is the less likely it will be that it can be easily exploited.

Part One: Getting a ROM

Before moving to this step you'll need to have either homebrew or custom firmware set up on your 3DS. There are several options for acquiring the parts of the ROM you need:

- 1) Dump a game you own by using Braindump. This is the easiest option if you're using the homebrew launcher. You can also use this together with the "DecryptedExHeader.bin" file included in the download if you want to build a .cia file for use with custom firmware.

WARNING: The latest version of Braindump will produce a .cxi file which **CANNOT** be repacked into a working .cia file. If you're planning on creating one, you **WILL NEED TO USE UNCART** (or download a ROM).

- 2) Dump a game you own by using Uncart. This won't be covered in the guide, but it's the alternative to Braindump if you have custom firmware.
- 3) "Acquire" a "back-up" of a ROM from the internet. This can be in either .cia or .3ds format. There are a few malicious sites and broken torrents floating around for these, so be careful if you choose to go this route.

You can also download a .cia of an earlier version of EXWY, and apply the latest files to those; there are several safe downloads around for these, they shouldn't be too hard to find.

Option One: Braindump + Homebrew/CFW

Start by setting up Braindump on your 3DS. A download link and basic instructions are found in this [Braindump Thread](#), but there's also a compiled version available [here](#) (you'll need to download this for Part Two anyway). Once it's set up, you should be able to boot into the homebrew menu and launch Braindump from its shortcut. From here, use the d-pad to select a target (either a physical cartridge or a digital copy) and press A to begin dumping. This will take a long time (several hours is typical), so you might want to connect your charger. Once it's done, you should have either a .cxi file (if you used the latest version of Braindump) or a compressed ROMFS and EXEFS (if you downloaded an earlier version from somewhere) in your 3DS' SD card. Either way, you can now continue to Part Two: Extraction.

Option Two: Uncart + CFW

I've never actually used Uncart, so I'm afraid you're on your own for this one. Once it's dumped a .3ds file, continue to Part Two: Extraction. (You may need to decrypt the ROM after dumping it)

Option Three: Sail to Tortuga

All aboard me hearties! Once you have a .3ds or .cia copy of X or Y that isn't actually some form of malware in disguise, continue to Part Two: Extraction.

Part Two: Extraction

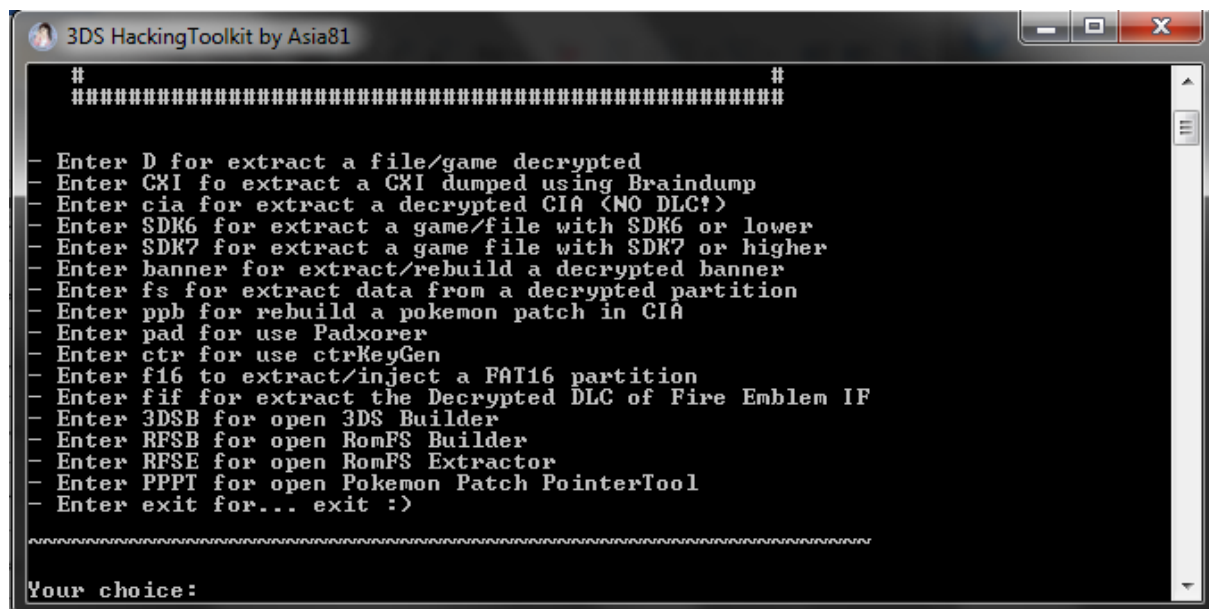
In this step you'll be extracting whatever it is you acquired in Part One of this guide, to get a decompressed ROMFS and ExeFS for your chosen game version. Start by downloading Asia81's Pack Hack from [here](#) if you haven't already. If this link dies, complain about it in [EXWY's Pokecommunity thread](#) and hopefully I (or someone else) will re-upload it for you. Unzip the downloaded files if necessary, then open up the folder. You should see something like this:

BrainDump	1/01/2016 2:42 p.m.	File folder	
Decrypt9	2/02/2016 1:36 a.m.	File folder	
HANS	21/12/2015 2:26 p....	File folder	
PackHack	1/04/2016 3:24 p.m.	File folder	
ReadMe.txt	2/02/2016 2:13 a.m.	Text Document	1 KB

Now, open the "PackHack" folder. Paste the file(s) created in Part One into this folder. Once that's done, run HackingToolkit.exe:

	CLEAN.exe	2/02/2016 4:18 a.m.	Application	99 KB
	HackingToolkit.exe	2/02/2016 4:20 a.m.	Application	9,838 KB
	PokemonSMDLP.exe	2/02/2016 4:18 a.m.	Application	207 KB
	ReadMe.txt	9/10/2015 9:27 p.m.	Text Document	1 KB

You should see this:



```
#
#####

- Enter D for extract a file/game decrypted
- Enter CXI fo extract a CXI dumped using Braindump
- Enter cia for extract a decrypted CIA <NO DLC!>
- Enter SDK6 for extract a game/file with SDK6 or lower
- Enter SDK7 for extract a game file with SDK7 or higher
- Enter banner for extract/rebuild a decrypted banner
- Enter fs for extract data from a decrypted partition
- Enter ppb for rebuild a pokemon patch in CIA
- Enter pad for use Padxoror
- Enter ctr for use ctrKeyGen
- Enter f16 to extract/inject a FAT16 partition
- Enter fif for extract the Decrypted DLC of Fire Emblem IF
- Enter 3DSB for open 3DS Builder
- Enter RFSB for open RomFS Builder
- Enter RFSE for open RomFS Extractor
- Enter PPPT for open Pokemon Patch PointerTool
- Enter exit for... exit :>

~~~~~
Your choice:
```

Type the appropriate command for the file you want to extract:

- "CXI" if you used the latest version of Braindump
- "D" if you used Uncart
- "cia" or "D" for a downloaded cia or 3ds file.

- If you used the older version of Braindump included in the hack pack, you'll need to rename your romfs.bin file to "DecryptedRomFS.bin", then run the hacking toolkit and type "fs" to open the partition extractor. From here you can enter "romfs" to extract your ROMFS. You do not need to extract the ExeFS as it is included in the EXWY download packs.

Follow the prompts onscreen, and wait for the toolkit to finish. You should now have several binaries and similarly named folders. For example, after extracting files from an old Eternal X V 1.1 .cia file, I had the following in the "PackHack" folder:

	ExtractedBanner	18/04/2016 12:20 a...	File folder	
	ExtractedExeFS	18/04/2016 12:20 a...	File folder	
	ExtractedRomFS	18/04/2016 12:19 a...	File folder	
	CLEAN.exe	2/02/2016 4:18 a.m.	Application	99 KB
	DecryptedExeFS.bin	18/04/2016 12:17 a...	BIN File	3,090 KB
	DecryptedExHeader.bin	18/04/2016 12:17 a...	BIN File	2 KB
	DecryptedRomFS.bin	18/04/2016 12:18 a...	BIN File	1,756,784 KB
	EternalXRebalancedV1.1.cia	31/03/2016 9:28 p....	CIA File	1,759,903 KB
	HackingToolkit.exe	2/02/2016 4:20 a.m.	Application	9,838 KB
	PokemonSMDLP.exe	2/02/2016 4:18 a.m.	Application	207 KB

You can safely delete the ExeFS and ROMFS binaries if you want to, as well as the "ExtractedBanner" folder. Keep the "DecryptedExHeader.bin" if you're building a .cia file; otherwise, you can delete it. The important things here are the "ExtractedExeFS" and "ExtractedRomFS" folders. These are what you're going to be modifying to create whichever version of Eternal X and Wilting Y you want to play. Now, on to Part Three: ROMFS Creation.

Part Three: ROMFS Creation

Due to the way 3DS games are structured, it was very easy to create several different versions of EXWY. While maintaining them all has become very painful for me, it means lots of options for you!

At this point you should download either Eternal X or Wilting Y's game files from the hack's [Google Drive](#) if you haven't already. The next step is setting up the modified ROMFS folder for your chosen version; you only need to follow the instructions for one of the versions listed below. Note that the instructions for X and Y are the same, just make sure you're using the correct download for your ROM. If you want to customise part of your ROM, go to Part Four: Extra Options **before** following these steps. Additionally, if you're using a CFW that supports CRO files (Reinand or Luma), you can copy these to the "Extracted RomFS" folder now. **DON'T** do so if you aren't absolutely sure your CFW supports them.

Legal Version:

- 1) Merge the "a" folder included in the download's "Legal Version" folder with the "a" folder in the "Extracted RomFS" folder. Replace all conflicts.
- 2) Done! Go to Part Five: Homebrew or CFW?

Rebalanced Version:

- 1) Merge the "a" folder included in the download's "Legal Version" folder with the "a" folder in the "Extracted RomFS" folder. Replace all conflicts. (Yes, this is necessary – the Rebalanced Versions are simply slight edits of the Legal Versions, and share many of their files)
- 2) Merge the "a" folder included in the download's "Rebalanced Version" folder with the "a" folder in the "Extracted RomFS" folder. Replace all conflicts. (Order is **VERY** important here, the Rebalanced files must be allowed to overwrite the Legal files for correct installation)
- 3) Done! Go to Part Five: Homebrew or CFW?

Insanity Mode:

- 1) Merge the "a" folder included in the download's "Legal Version" folder with the "a" folder in the "Extracted RomFS" folder. Replace all conflicts. (Yes, this is necessary – the Rebalanced Versions are simply slight edits of the Legal Versions, and share many of their files)
- 2) Merge the "a" folder included in the download's "Rebalanced Version" folder with the "a" folder in the "Extracted RomFS" folder. Replace all conflicts. (Order is **VERY** important here, the Rebalanced files must be allowed to overwrite the Legal files for correct installation)
- 3) Merge the "a" folder included in the download's "Insanity Mode" folder with the "a" folder in the "Extracted RomFS" folder. Replace all conflicts.
- 4) Done! Go to Part Five: Homebrew or CFW?

Part Four: Extra Options

If you want to customise a certain version by mixing and matching features, or just remove a feature you don't like, I'll (try to) explain how to do this now.

The following is a list of files (where the names are *file paths*) which I edited in at least one version of the hacks. To remove the changes made in one of these files from your game, simply remove it from the "Game Files" folder in the EX or WY download before following the steps in Part Three. You can also mix and match parts of the three versions, but this may get a bit messy.

Legal Pokémon

A common request is wanting any Pokémon you catch while playing the game to be transferrable to Poké Bank or useable online. To do this, remove the a/0/1/2 and a/2/1/8 files before installing the hack, and delete any egg moves (or moves exclusive to previous generations) your Pokémon may have learned by levelling up before transferring or using them online (tutor moves are fine, provided they're in ORAS). Bear in mind that doing this will completely ruin the level curve (you'll need to switch the EXP share on and off regularly) and result in some Trainers' Pokémon having the wrong ability. You'll also lose access to many Hidden Abilities, weak Pokémon will no longer level up faster, and several items held by wild Pokémon, such as fossils, will no longer be obtainable.

Nerf Viola

Due to player feedback, there are now two versions of the first gym available. In the first, Viola will have six Pokémon. In the second, she will only have four. If you don't want to be up against a full team in the first gym, simply merge the "a" folder found in the "Viola Nerf Files" folder with the "a" folder in the "Extracted RomFS" folder **after** the standard files have been copied to the ROMFS (in other words, once you've reached the "Done!" step in Part Three). Note that this is not available for Insanity Mode.

a/0/4/0: Trainer's Pokémon (moves, levels, etc)

a/0/3/8: Trainer data

a/0/1/2: Wild encounters

a/0/7/4: Game text (used for new TM descriptions)

a/2/1/4: Level up move data

a/2/1/2: Move data

a/2/1/8: Pokemon data (stats, typing, etc)

a/2/2/0: Item data

a/2/1/5: Evolution data

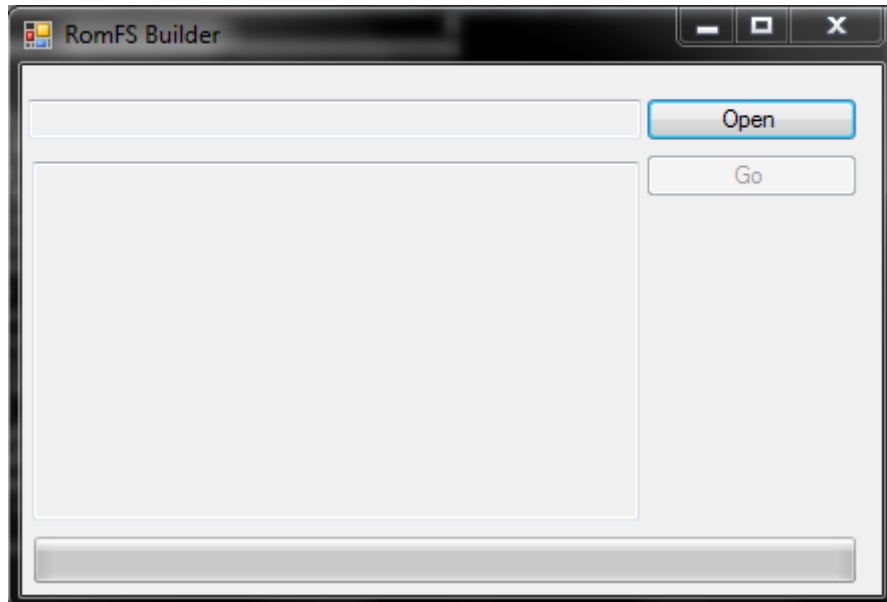
a/0/8/2: Story Text (used to change the text of two NPCs who now hand out different TMs)

Part Five: Homebrew or CFW?

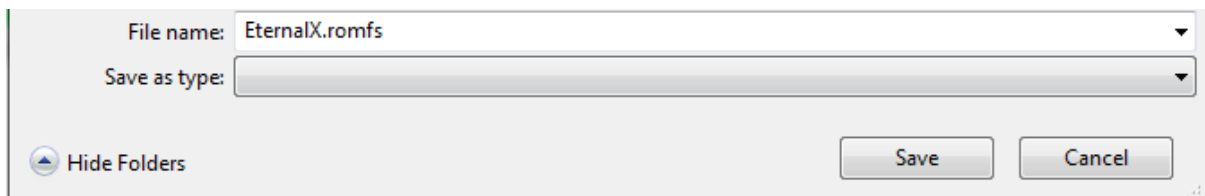
This is the part where the installation process differs depending on how you plan to play the hacks. I'll explain each process separately to minimize confusion; just make sure you're following the right set of instructions! Jump to either [Part Six: Homebrew Installation](#) or [Part Seven: CFW Installation](#).

Part Six: Homebrew Installation

At this point you should have a modified ROMFS folder that is ready to be rebuilt into a ROMFS binary for use with HANS. To do this, run “HackingToolKit.exe” again and type “RFSB” followed by the enter key. This window will appear:



Click “Open” and direct the program to your “ExtractedRomFS” folder (the end of your file path should be .../PackHack/ExtractedRomFS). Now, click “Go.” Wait for the program to finish rebuilding the ROMFS. When prompted, save the file as either “EternalX.romfs” OR “WiltingY.romfs” depending on your chosen version, as shown:



Note that this is CASE SENSITIVE; this is going to be used by HANS as part of the custom shortcut I’ve set up for convenience’s sake. You may now copy the ROMFS file to your 3DS’ SD card; place it in the “hans” folder at the [root](#) of your SD card.

You’re almost done! Now you’re going to set up the HANS shortcut that launches the hack, and install the mart and TM changes. First, open either the “Legal Version”, “Rebalanced Version,” or “Insanity Mode” folder in the EX or WY download, depending on which ROMFS you’ve installed. Next, copy the "3ds" and "hans" folders to the root of your SD card. Merge the folders when prompted. This will automatically set up the shortcut *and* install the .code binary for you!

And that's it! You should now be able to launch the Homebrew Menu and boot up Eternal X or Wilting Y by selecting its shortcut icon from the menu.

There are a few things you should be aware of before playing, however:

- You will need to have your actual game (either physical cart OR digital copy from the e-shop) in your 3DS in order to play.
- The hack **uses the save file from your official game**; you should back it up using [SVDT](#) or [Save Manager](#) BEFORE playing. You can also use these to have multiple saves in a Pokémon game for once!
- Soft resetting doesn't work; you'll need to exit to the Homebrew Menu and then relaunch the game instead (hold L + R + down on the d-pad).
- Because HANS doesn't support title updates, the Lumiose save glitch is still present in the games. This means you shouldn't save in certain places:



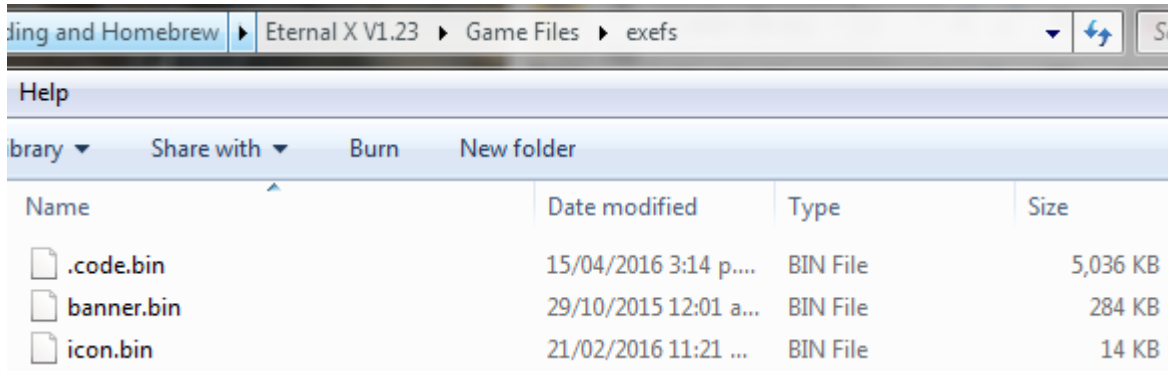
- If you accidentally save in this area and it breaks your save, simply boot up your game with the title update installed (i.e. without using the Homebrew Menu) and save somewhere else. You can then boot up the game via Homebrew and continue as normal.

I hope this guide helped you; if you have further questions or want to suggest changes to either this guide or EXWY (criticism is welcome!), please leave a post in [EXWY's Pokecommunity thread](#) or PM me. If it's a question, please do try Google first!

Thanks for playing!

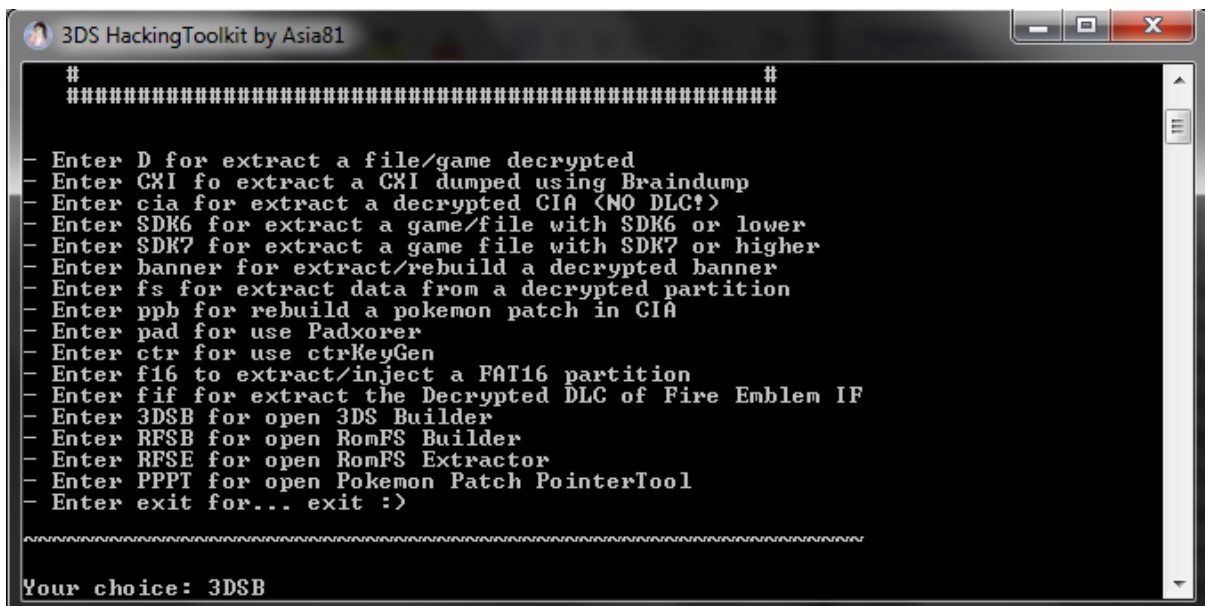
Part Seven: CFW Installation

At this point you should have a modified ROMFS folder and an untouched ExeFS folder, so the next step is to apply the ExeFS changes. To do this, navigate to the “exefs” folder found in your game download:

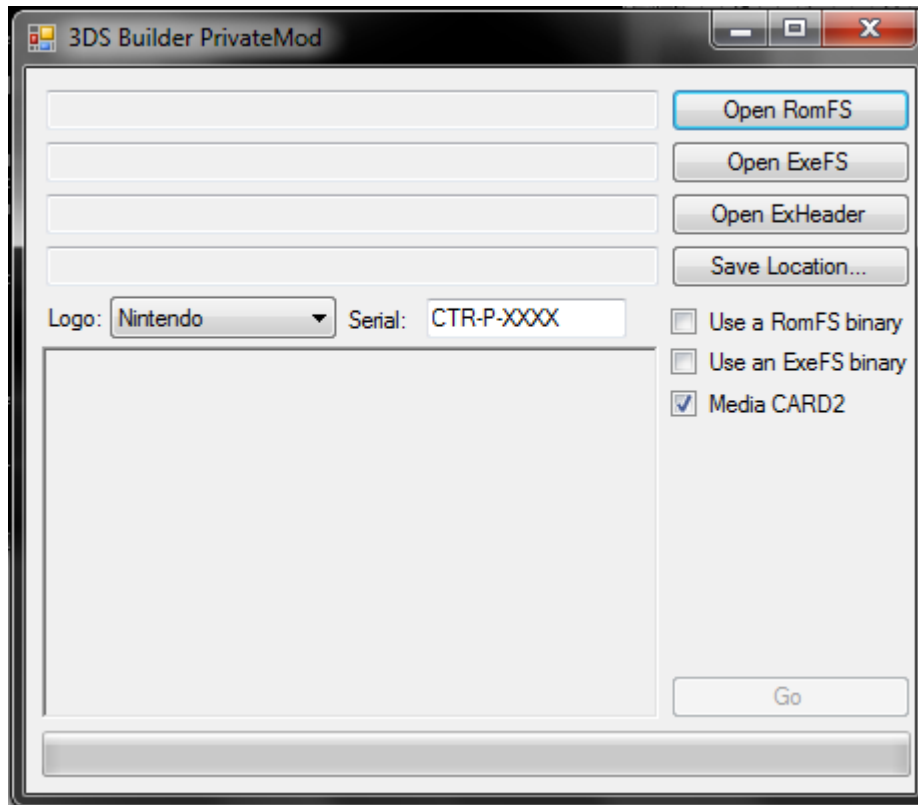


Select all three files and copy + paste them into the “DecryptedExeFS” folder in the “PackHack” folder. Overwrite the existing files when prompted. You are now ready to build a 3DS ROM, which can then be converted into a .cia file for installation.

Now you’ll need to run “HackingToolkit.exe” again, but this time, type “3DSB” and hit enter:



This window will appear:



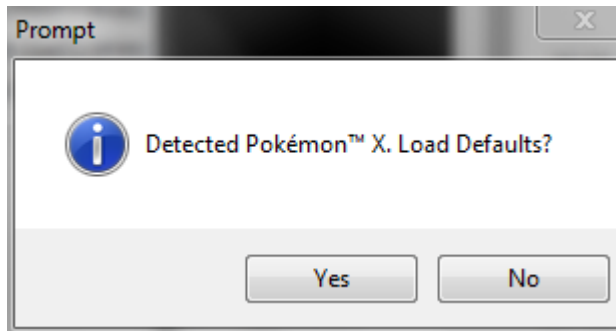
Leave the first two checkboxes unchecked as shown, then click “Open ExHeader” and select the “DecryptedExHeader.bin” file:



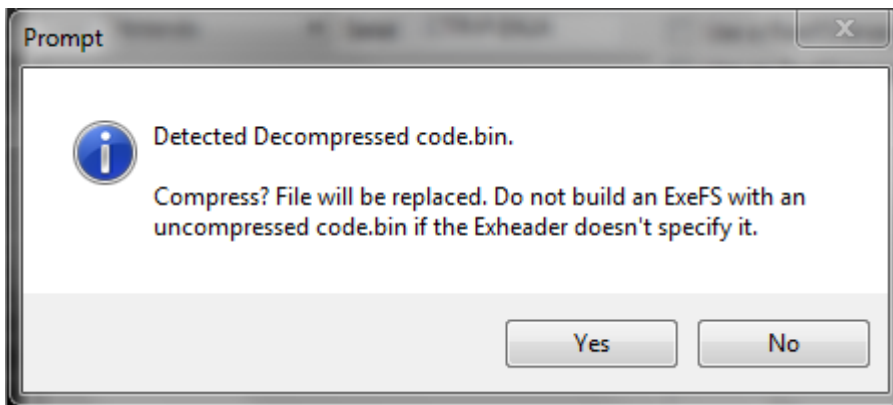
Name	Date modified	Type	Size
ExtractedBanner	18/04/2016 12:20 a...	File folder	
ExtractedExeFS	18/04/2016 12:20 a...	File folder	
ExtractedRomFS	18/04/2016 12:19 a...	File folder	
CLEAN.exe	2/02/2016 4:18 a.m.	Application	99 KB
DecryptedExeFS.bin	18/04/2016 12:17 a...	BIN File	3,090 KB
DecryptedExHeader.bin	18/04/2016 12:17 a...	BIN File	2 KB
DecryptedRomFS.bin	18/04/2016 12:18 a...	BIN File	1,756,784 KB
EternalXRebalancedV1.1.cia	31/03/2016 9:28 p....	CIA File	1,759,903 KB
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PokemonSMDLP.exe	2/02/2016 4:18 a.m.	Application	207 KB
ReadMe.txt	9/10/2015 9:27 p.m.	Text Document	1 KB

IMPORTANT: If you used Brindump, it won't have provided you with a “DecryptedExHeader.bin” file. This is **required** to build a working .cia file. As such, I've included a “DecryptedExHeader.bin” file in the “Game Files” folder of each download. Simply copy + paste this into the “Pack Hack” folder and continue as normal.

3DS Builder will now detect which ROM your header file comes from and ask you if you want to load defaults. Click “Yes.” If it doesn’t detect your game version, you might have a broken header file. If this is case you will need to replace it (use the one included with the download), as a .cia file will not install correctly without it (at least in my experience).

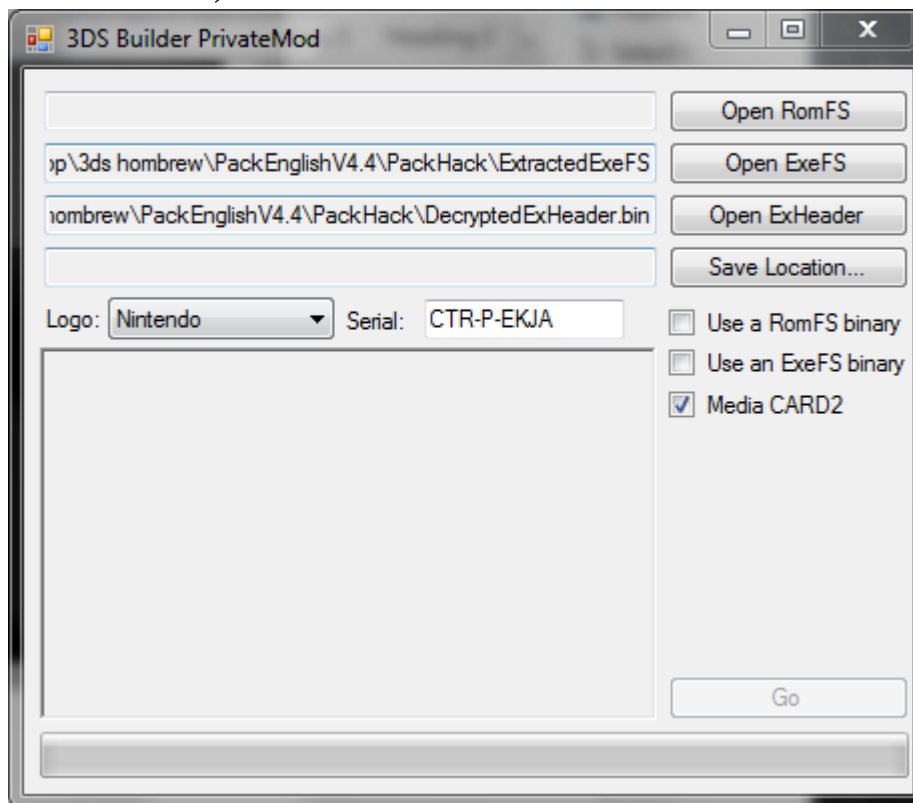


Next, click “Open ExeFS” and direct 3DS Builder to the “Decrypted ExeFS” folder. A window may pop up asking if you want to compress the code.bin file; if so, click “Yes.”

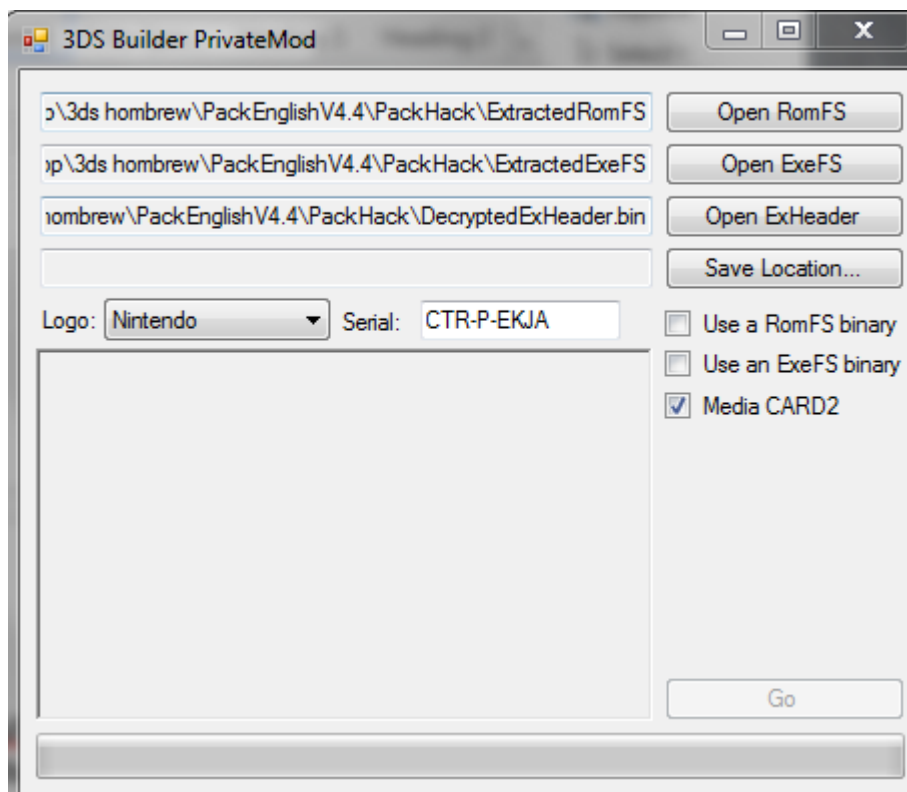


If for some reason you are prompted to rename the code.bin file, you should also click “Yes” (note that 3DSB will rename the file for you).

You should now have something like this (note that this is the serial code for Pokémon X, Y will be different):

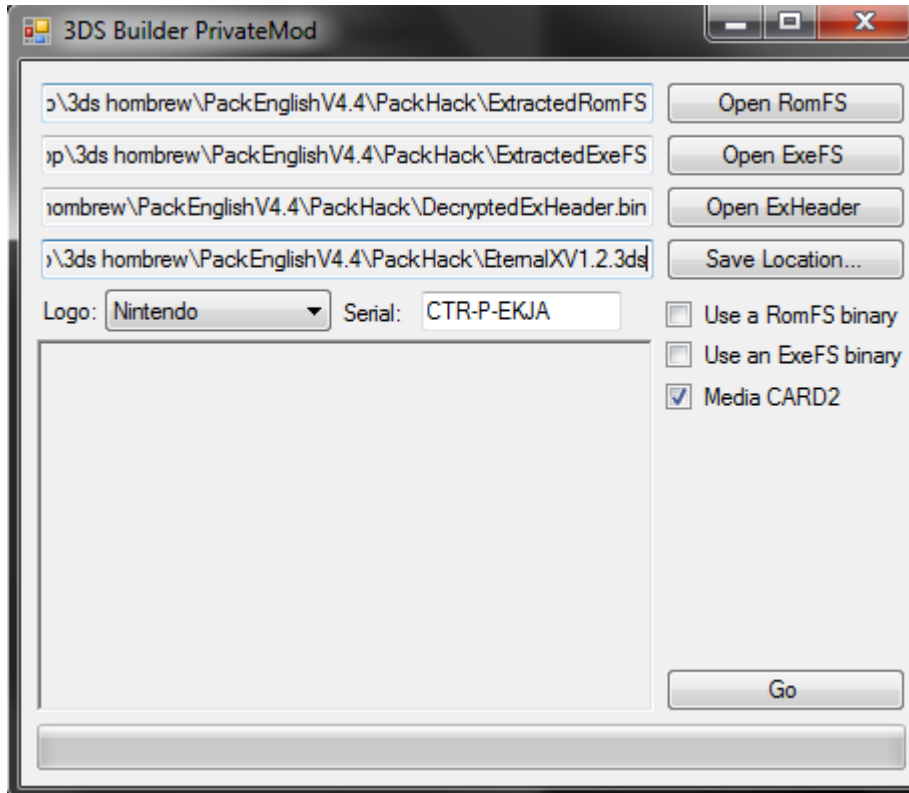


As you may have guessed, the next step is to click “Open RomFS” and direct 3DS Builder to your “DecryptedRomFS” folder, which should give you something like this:

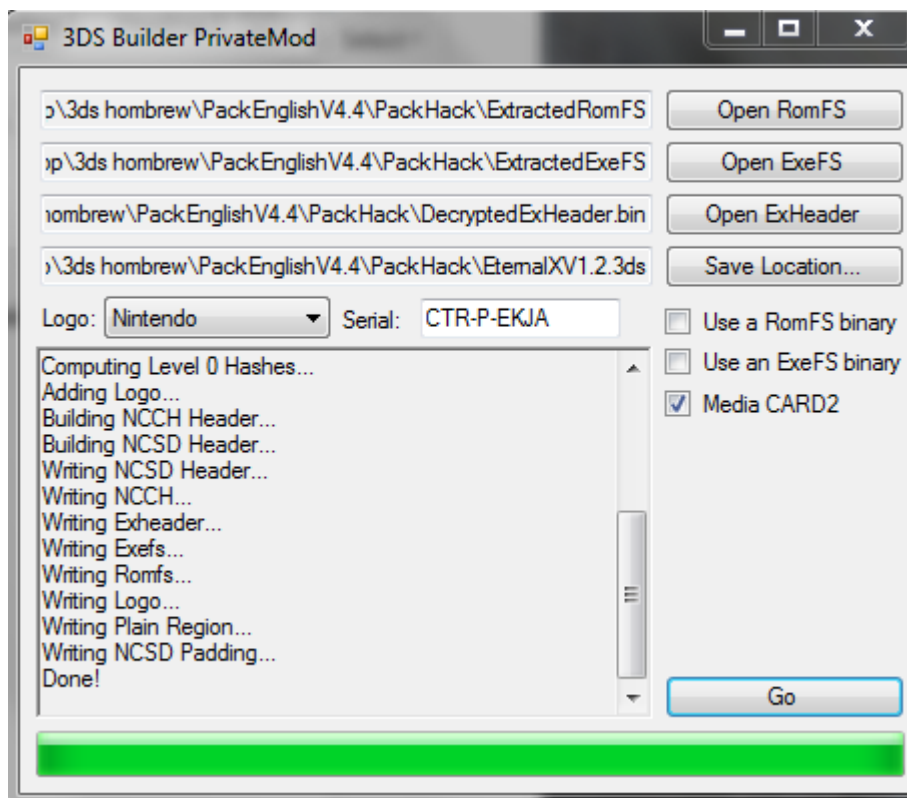


Now click “Save Location...” and choose where you want to save your ROM. It doesn’t matter where you put it, just make sure you know where it is so you can find it later. Name the ROM whatever you want (I suggest “EternalX.3ds” or “WiltingY.3ds”).

Now, the “Go” button should no longer be greyed out. Click it, then wait for 3DSB to finish.



Once it's done, you should see this:



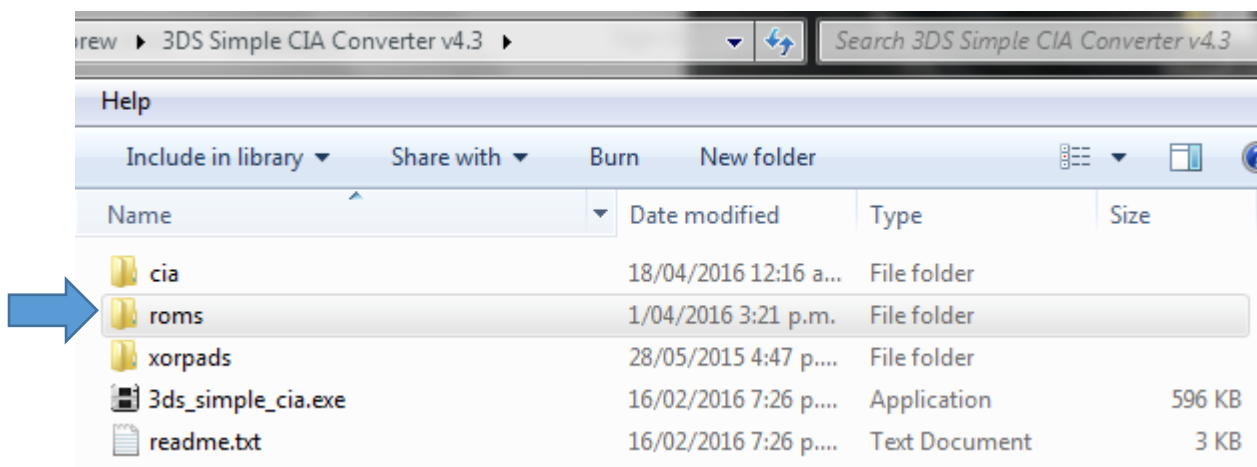
You can now close 3DSB.

There should be a .3ds file in your chosen save location:

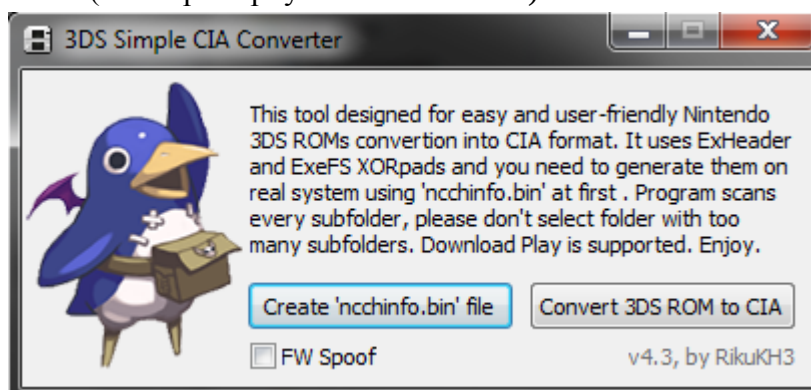


Name	Date modified	Type	Size
ExtractedBanner	18/04/2016 12:20 a...	File folder	
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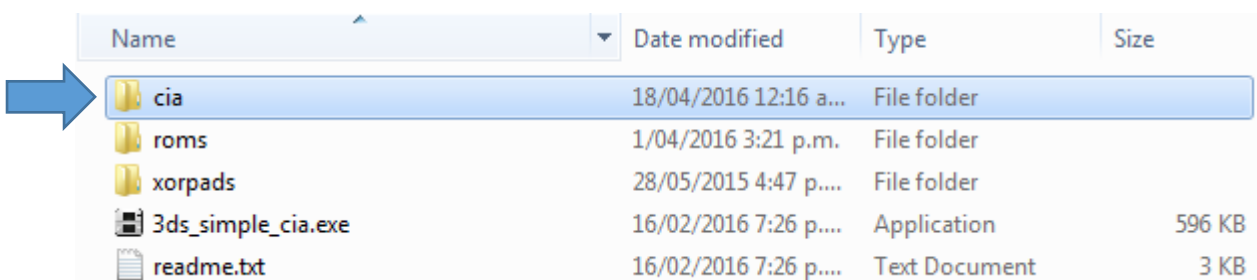
The final step is converting the .3ds file into a .cia file. To do this, first download [3DS Simple CIA Converter](#), unzip the download if necessary, and move your newly created .3ds file to the “roms” folder within the download:



Next, run 3ds_simple_cia.exe. Ignore the text about xor pads, those are no longer needed. Click “Convert 3DS ROM to CIA” then select the “roms” folder. Wait for the program to finish (it will prompt you when it’s done).



You should now have a .cia file in the “cia” folder here:



Now, copy the .cia file to the root of your 3DS’s SD card. From here it can be installed using your preferred .cia installer. You should have installed one alongside your custom firmware, but if not, find a download link or tutorial on installing FBI. I don’t know what the most recent options are so it’s probably best if you find this out yourself.

Once you’ve finished installing your chosen game, you should be able to play it the same way you’d play any other 3DS game.

There are a few things you should be aware of before playing the game, however:

- The .cia you just created is region free.
- If you have an official title update installed, it will be applied to the hack. This means that the mart, text and wild Pokemon changes will be replaced by the vanilla versions. Because of this, you should uninstall any X/Y game updates from System settings before playing.
- Because the hacks do not support title updates, the Lumiose save glitch is still present in the games. This means you shouldn't save in certain places:



- If you accidentally save in this area and it breaks your save, simply install the title update, boot up your game and save somewhere else. Then, uninstall the update and continue playing.

I hope this guide helped you; if you have further questions or want to suggest changes to either this guide or EXWY (criticism is welcome!), please leave a post in [EXWY's Pokecommunity thread](#) or PM me. If it's a question, please do try Google first!

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